**REQ 4 UML** game game.utilities game.roles game.summoners game.behaviours <<interface>> RandomNumberGenerator <<abstract>> <<abstract>> AttackBehaviour Player Ally Behaviour RoleAbstract Summoners  $\wedge \wedge \wedge$ WanderBehaviour Invader Astrologer FollowBehaviour game.trading game.weapons game.environments game.action <<abstract>> <<interface>> AstrologerStaff SummonAction SpawningGround BuyInterface <<interface>> SummonSign SellInterface engine <<abstract>> <<abstract>> <<abstract>>

Action

WeaponItem

Actor